FIG. 1

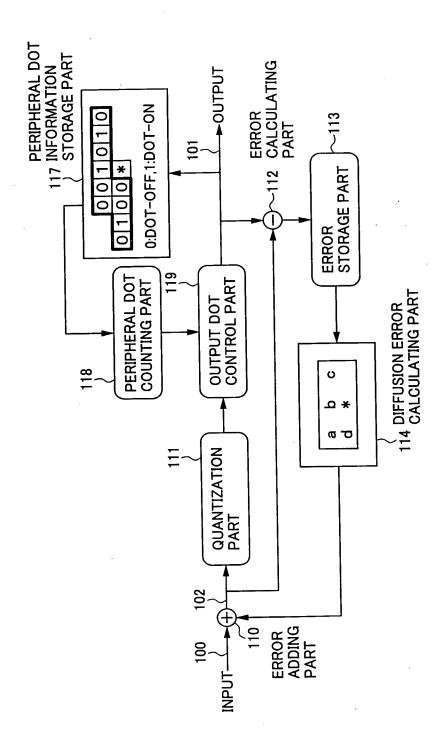


FIG.2

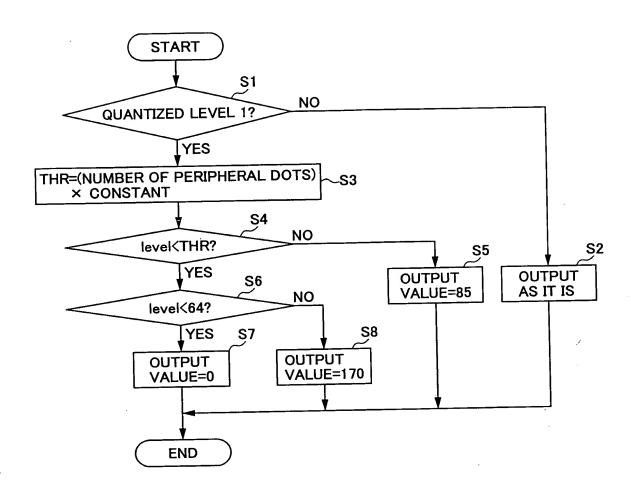


FIG.3

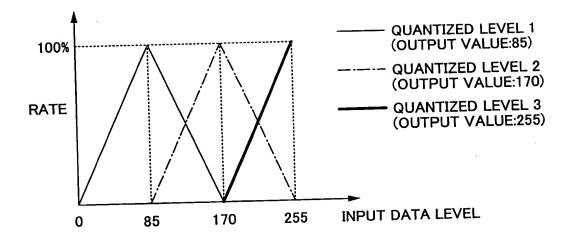


FIG.4

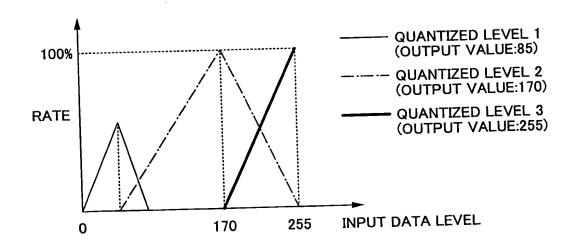


FIG.5

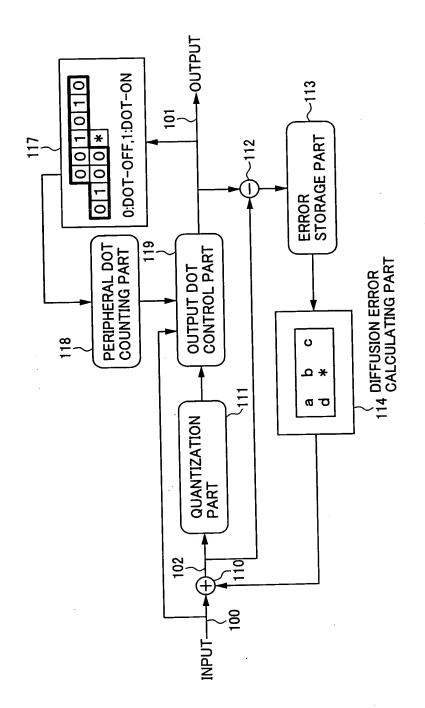
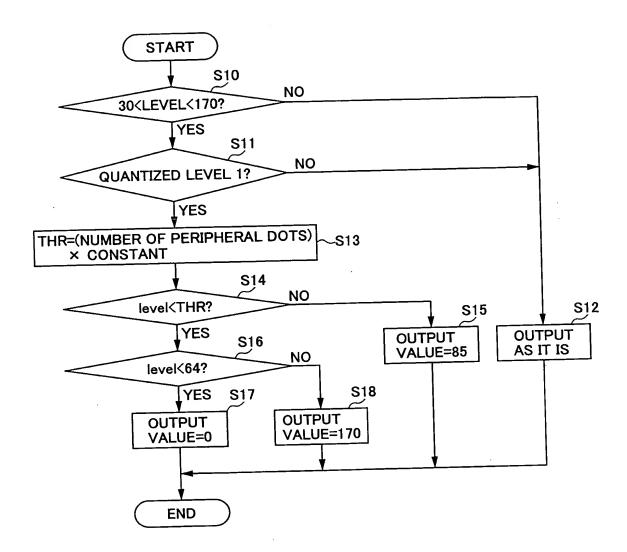


FIG.6

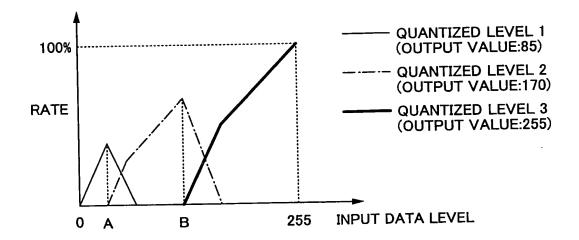


OUTPUT AS IT IS OUTPUT VALUE=170 **S32** ~S27 OUTPUT VALUE=255 9 9 0ÉS S28 \$26 S26 **S31** QUANTIZED LEVEL 2? **DETERMINE THR2** level<THR2? YES YES OUTPUT VALUE=0 level<150? YES 2 \$24 \$24 \$25 OUTPUT VALUE=0 YES ~S21 level<64? 9 9 \$22 | S₂₀ \$23 \$23 QUANTIZED LEVEL 1? DETERMINE THRI level>THR1? YES_ OUTPUT VALUE=85 YES END START

off land there if the transfer than team town to

FIG.7

FIG.8



S48 OUTPUT AS IT IS **S**52 OUTPUT VALUE=170 **S**55 **S50** ~S49 OUTPUT VALUE=255 ջ 9 9 COUNT NUMBER (=b) OF DOTS OF QUANTIZED LEVELS 2 AND 3 OF PERIPHERAL 10 PIXELS S53 S51 **S**54 S47 QUANTIZED LEVEL 2? **DETERMINE THR2** level<THR2? YES OUTPUT VALUE=0 YES level<150? YES 2 S45 **S46** OUTPUT VALUE=0 YES ~S42 -S41 level<64? 9 2 COUNT NUMBER (=a) OF DOTS OF QUANTIZED LEVELS 1 AND 2 OF PERIPHERAL 10 PIXELS S43 S44 **S40** QUANTIZED LEVEL 1? **DETERMINE THR1** level>THR1? OUTPUT VALUE=85 YES YES END START

FIG. 9

FIG.10

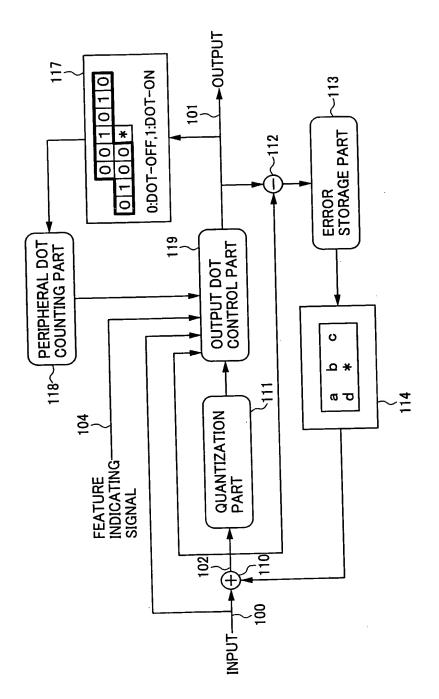


FIG.11

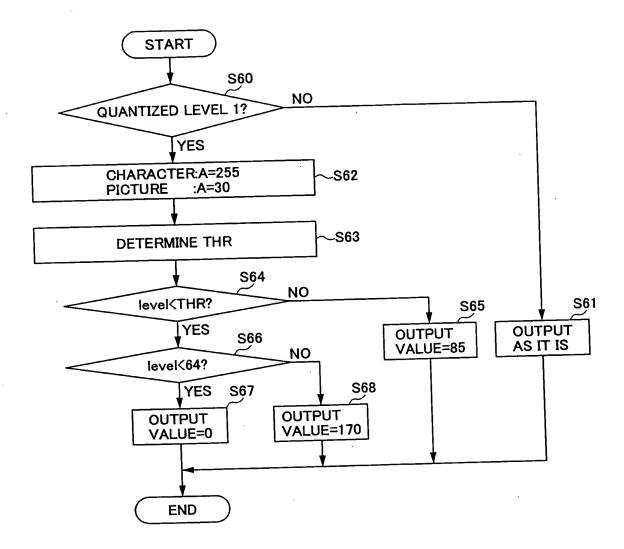


FIG.12

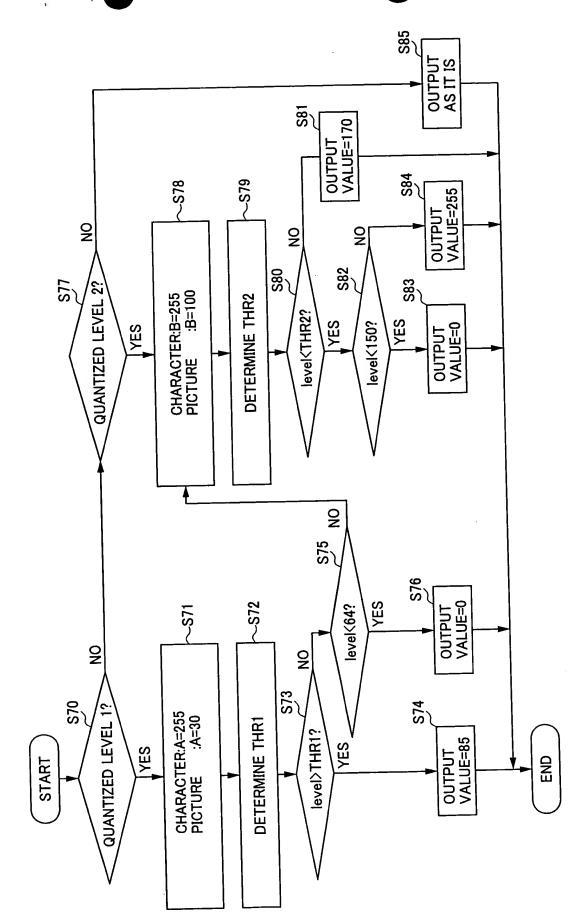


FIG.13

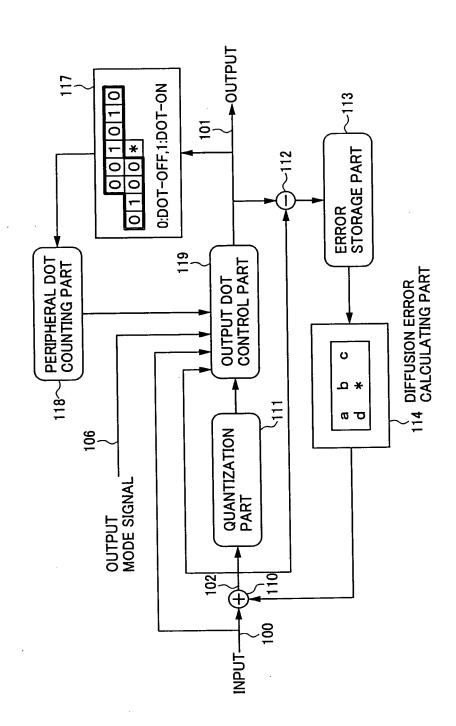


FIG.14

		(
OUTPLIT MODE	¥	В
		250
CHARACTER MODE	255	607
		00+
PHOTOGRAPH MODE	30	200
		C# -
OLIAPACTER / PHOTOGRAPH MODE	30	000
CHARACTER COLLECTION OF THE CO		340
MODE MODE	09	700

FIG.15

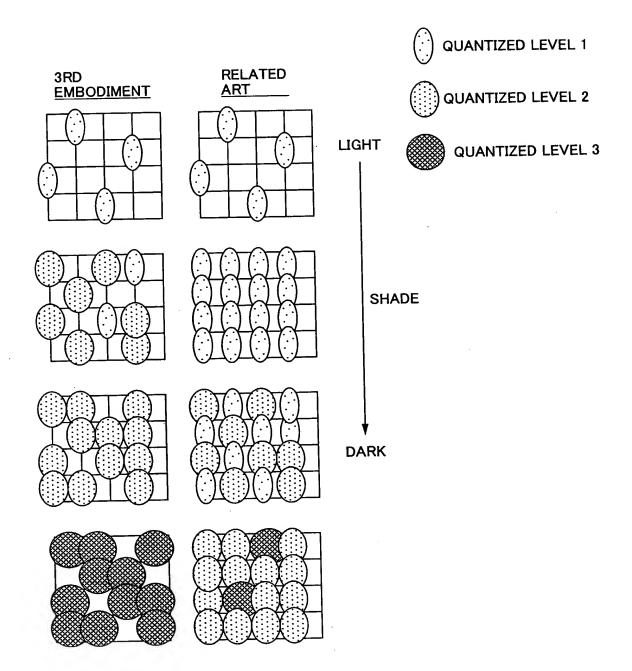


FIG.16

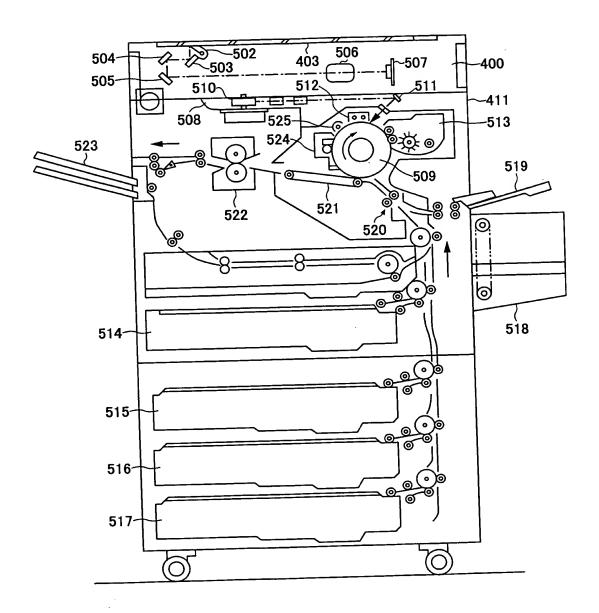


FIG.17

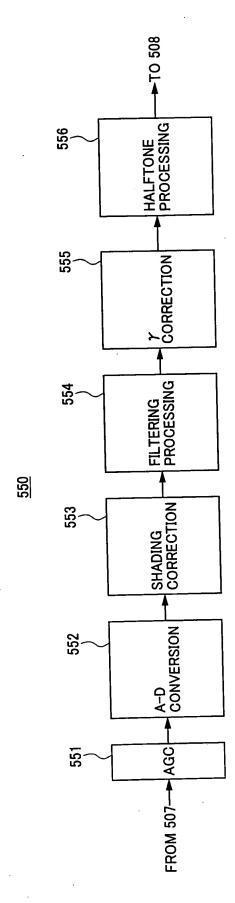


FIG.18

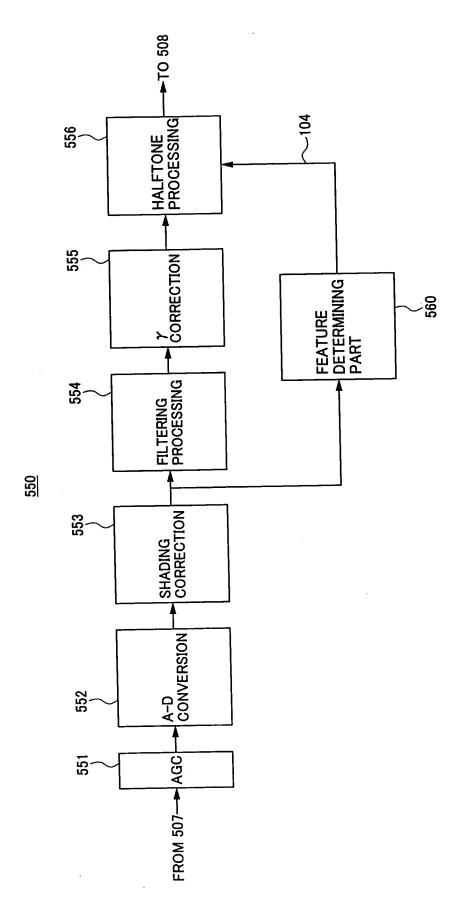


FIG.19A FIG.19B

00000

FIG.19C FIG.19D

11110
07
077
-0777
07777

FIG.20

